AN ELECTRONIC NOVEL™

ESSEX

BY: BILL DARRAH, AUTHOR AND PROGRAMMER
WILLIAM MATAGA, PROGRAMMER

A SYNAPSE & BRODERBUND PRODUCTION

ESSEX

Dreaded news from the Sirus sector! Like a recurring nightmare, the monstrous menace has returned. With the memory of their last blitz of terror all too fresh, the hideous Vollchon battle machines once more threaten the galaxy.

Only Professor Klein, genius astrophysicist, possesses the esoteric knowledge to foil their quest for domination. But Klein is in danger, feared dead! And only one starship stands the slightest chance of saving him. The call for help goes out to the far corner of Sirus sector — to the colossal Starship Essex.

What Is an Electronic Novel™?

An Electronic Novel™ picks up where the printed word leaves off. A dynamic fictional universe begins — with you in the center of the action.

You start each Electronic Novel™ by reading the first chapters of the story in this book, and then go directly to the screen of your home computer. The interactive adventure picks up on diskette, pulling you into an excitingly vivid, action-packed world. Your intuition and the choices you make determine what happens next, how the universe of the novel unfolds.

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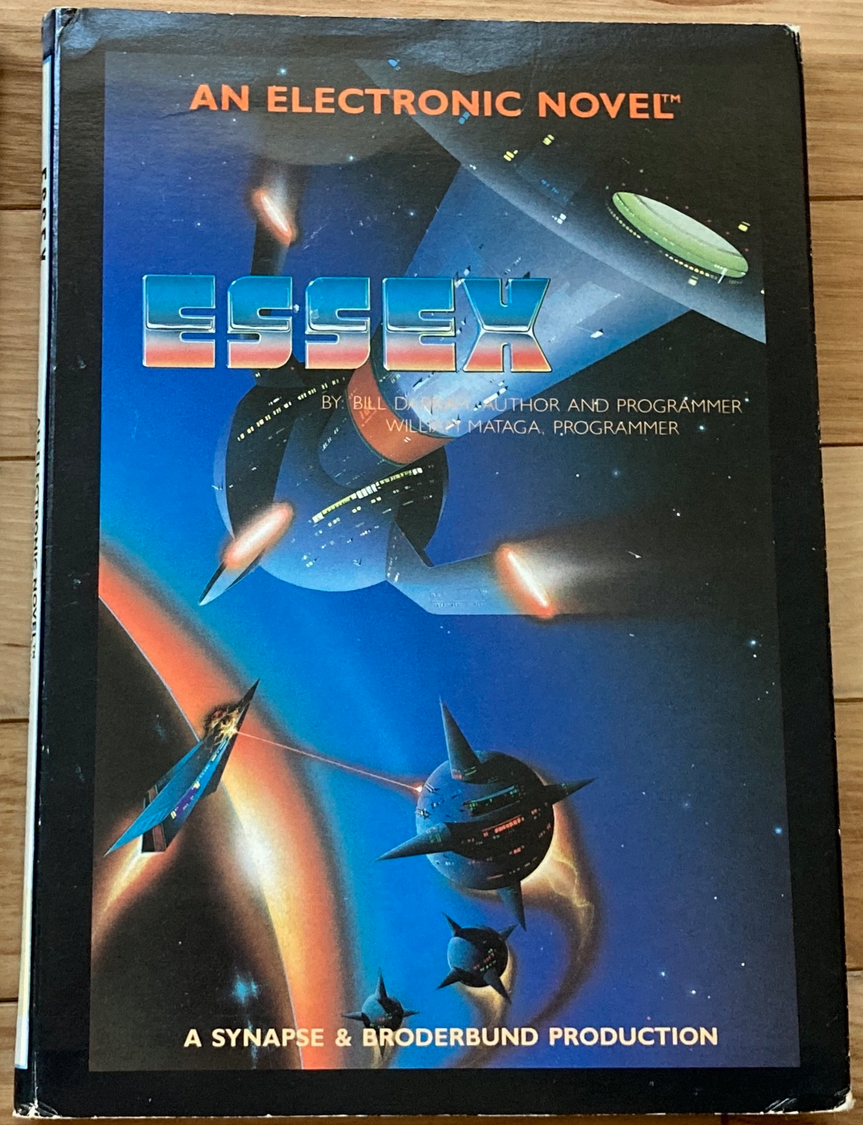
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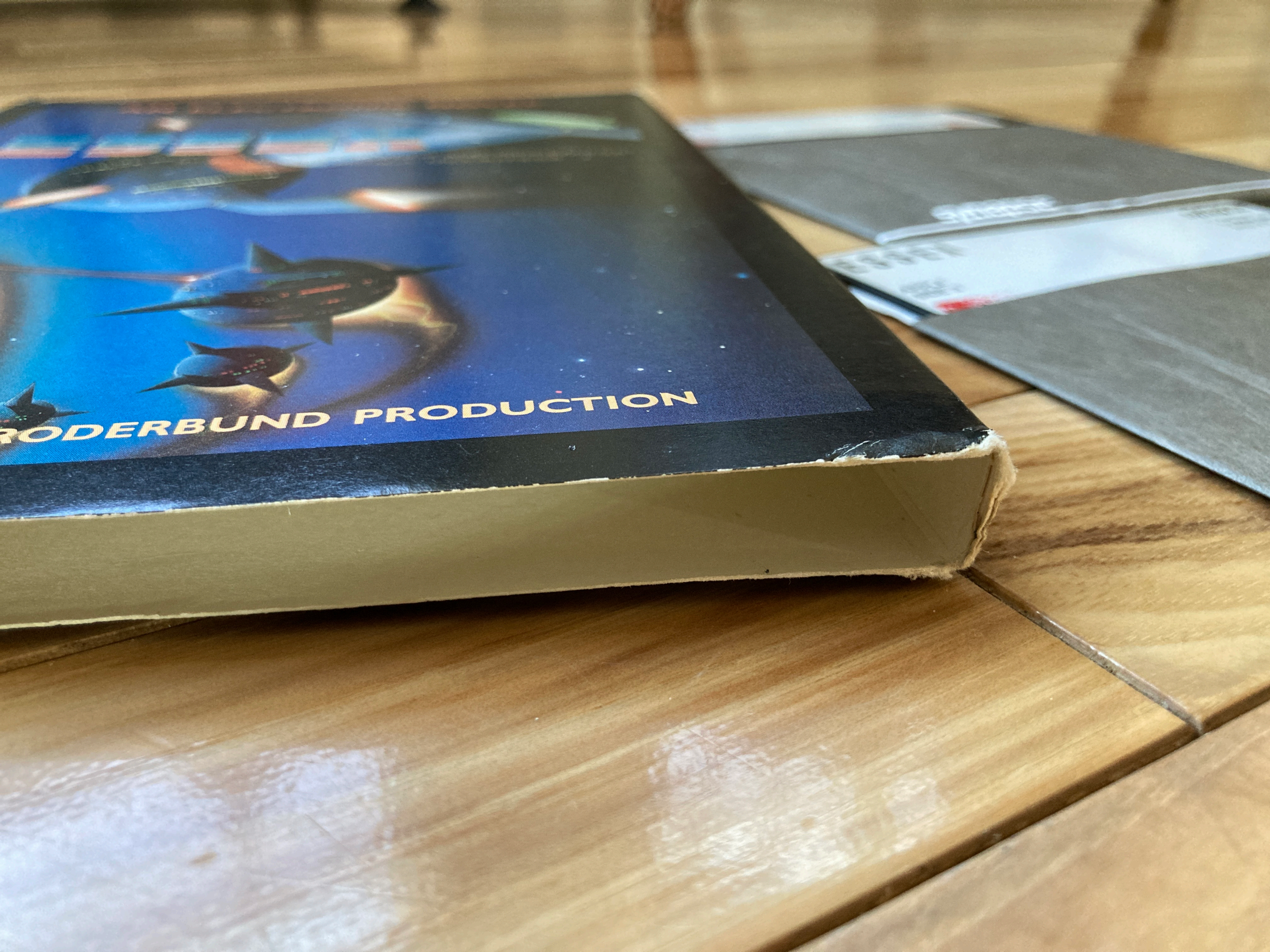
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Herb Kerby of Galactic Hearsay was first to hear the news. But soon, all too soon, the entire Galaxy will know.

The Federation had overcome the Vollchons in the Arcadus War by the narrowest of margins. Now, unbelievably, they have risen from their defeat, ravenous and vengeful. The first blasts from their battle machine destroyers have shuddered through the spiral arm of the galaxy. The Vollchon monster seems invincible.

Commodore Norton admits the Federation has been caught flat-fleeted. Not one Federation ship lies close enough to repel the invaders. Worse still, Professor Ignatz Klein, revered recipient of the Lunex Prize for Science, has been forced to crash-land his spaceship on a remote planet. Even the Vollchons have given him up for dead.

Klein's loss may be crucial. Alone among scientists, Ignatz Klein has theorized the mathematical construct necessary to defeat the Vollchons. But how to rescue him?

The Essex, commanded by the infamous recluse Captain Dee, is the only starship within parsecs of Klein. But Dee does no one any favors, especially the Federation. Still, if Norton can present Dee with orders in person . . .

The sealed orders for Captain Dee are passed from hand to hand. Someone must carry them aboard the mammoth Essex. The anonymous faces in the hangar bay are barely visible in the bright light. Your vision slowly clears as you prepare to enter an adventure beyond imagining—aboard the Essex.

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By Bill Darrah
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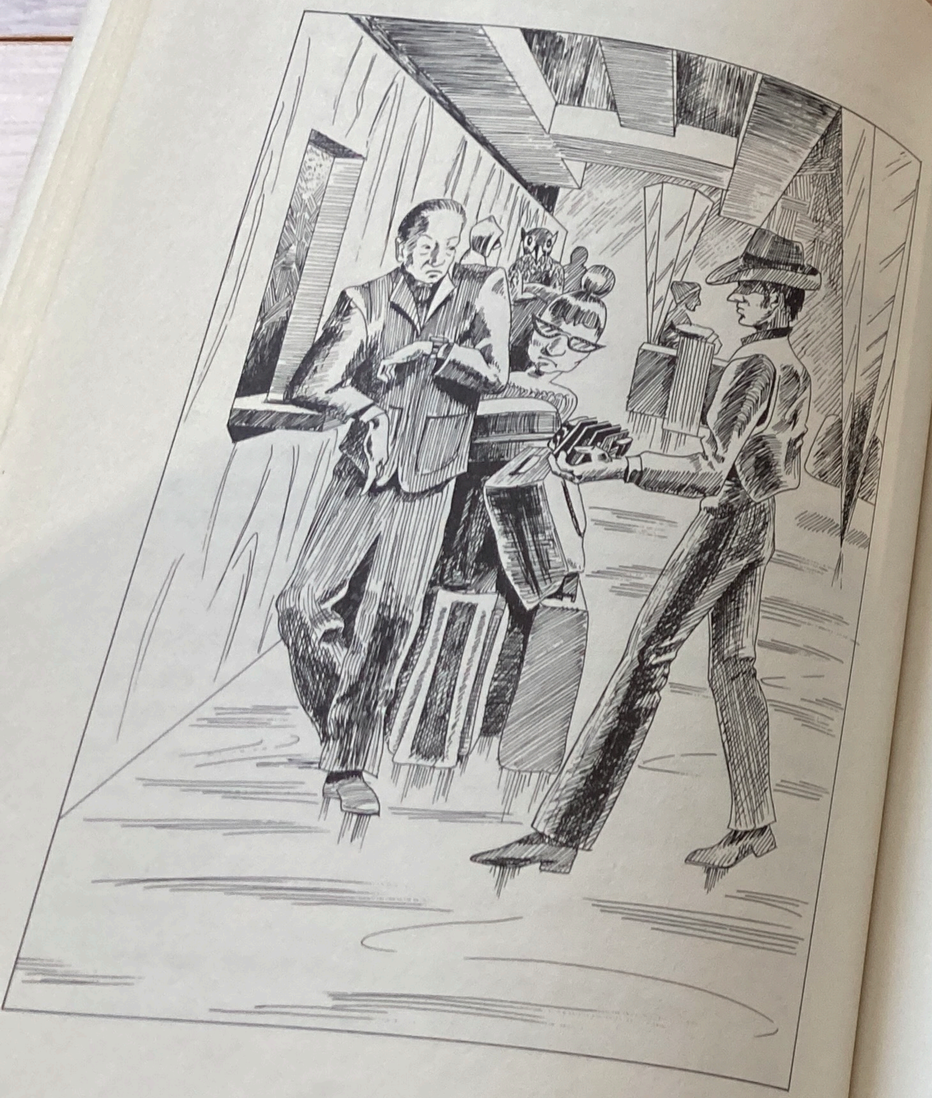
Bill Darrah and William Mataga
Programmers

Printed Material By Richard Sanford and Bill Darrah



"EXCUSE ME, UH, do you know anything about these gadgets?" Fred Jones looked down at the hoverfield generator the stranger was turning nervously in his hands. "My hovercraft's stalled in a tow zone out in the lot and I was wondering . . ."

"Don't lose our place. I'll be back in a minute," Fred told his wife. Martha's lips tightened with characteristic impatience.

"Are you really going on the Essex?" the stranger inquired as he led Fred through the sliding door of the spaceport toward the disabled vehicle.

"If we can get tickets. There's going to be a gang wanting to get off this rock when the Essex shuttle arrives."

"I guess you're pretty excited about going off planet. I've never left ground before myself, except in that, of course." Fred hefted the generator, a profitless chunk of technology which yielded no clues to its internal problems. The craft looked very heavy to push.

"Well, after a while the excitement wears off," Fred confessed. "You see, we've logged over a dozen parsecs on this vacation already." The stranger looked very impressed. "In fact, now we'd like to get home early. That's why we're taking the Essex."

"Really. How early?"

"Two weeks. Why?"

"Oh nothing, nothing. Good to go but good to get back, they say." The stranger grinned, exposing a jawful of crooked teeth which Fred found mildly repellent. Oh well, maybe he could turn this little interlude into more than a waste of time.

"That hovercraft's a beaut. You've got service insurance, I suppose . . ."

(continued from back cover)

Have you ever wanted to tell characters in a movie what to do next? In an Electronic Novel™, you can and they listen.

A Synapse Electronic Novel™ begins like other novels, on the printed pages of this book. Following the introductory chapters which set the scene, the action continues on the diskette inside the back cover. By typing on your computer keyboard, you can engage characters in conversation, examine the objects of the fictional universe, move through rooms and landscapes, and command the course of future events.

As in real life, characters in Electronic Novels™ have their own agendas too. Soon they will pull you into a complex web of motives and possibilities. What you decide to do next influences what happens next. How the Electronic Novel™ unfolds is up to you, limited only by your own imagination.

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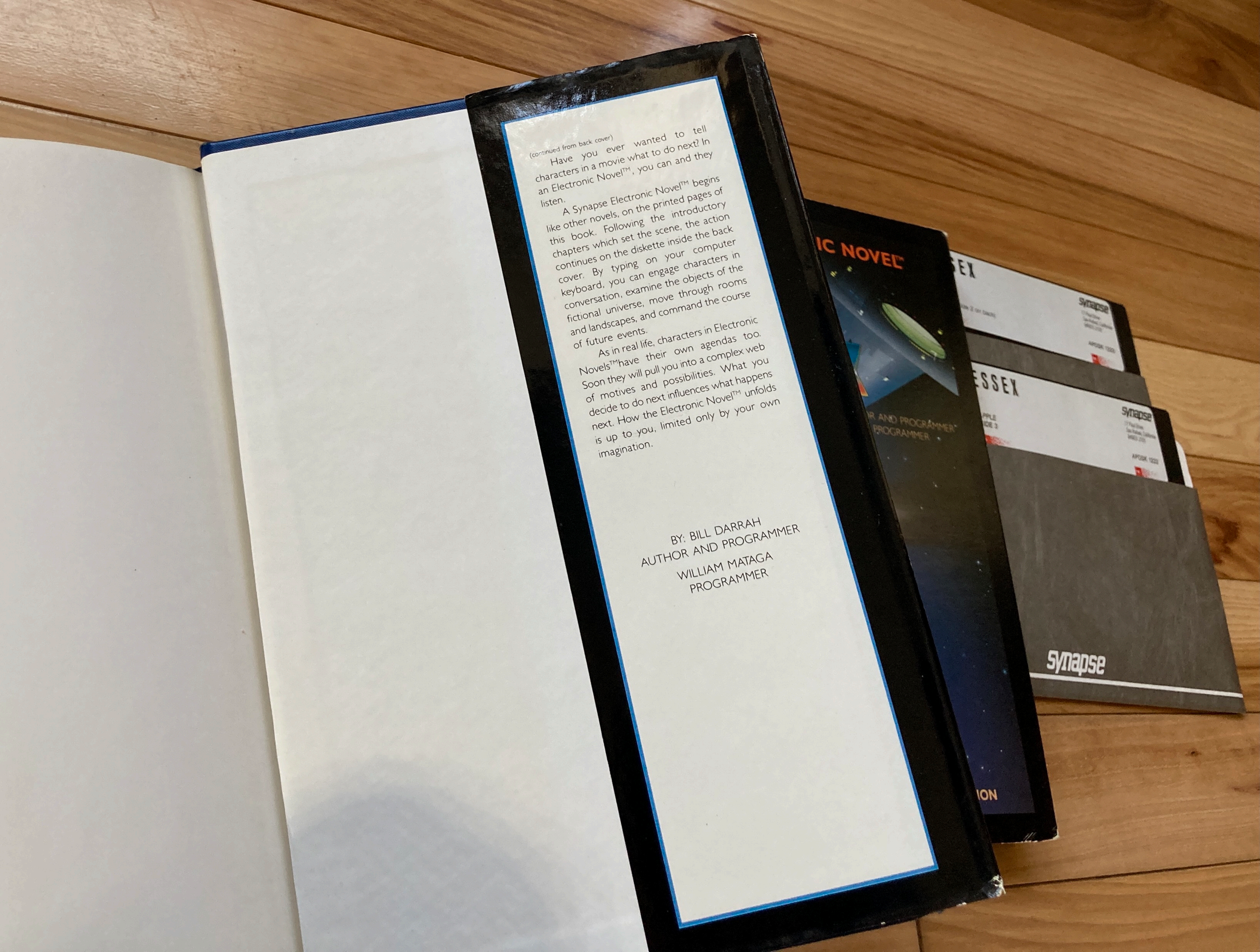

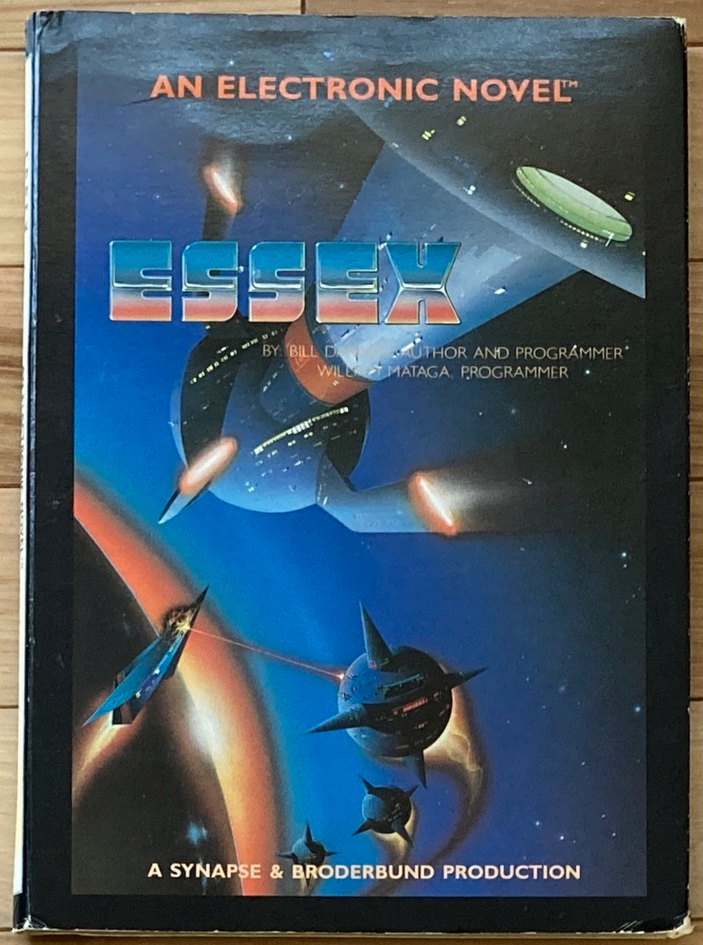

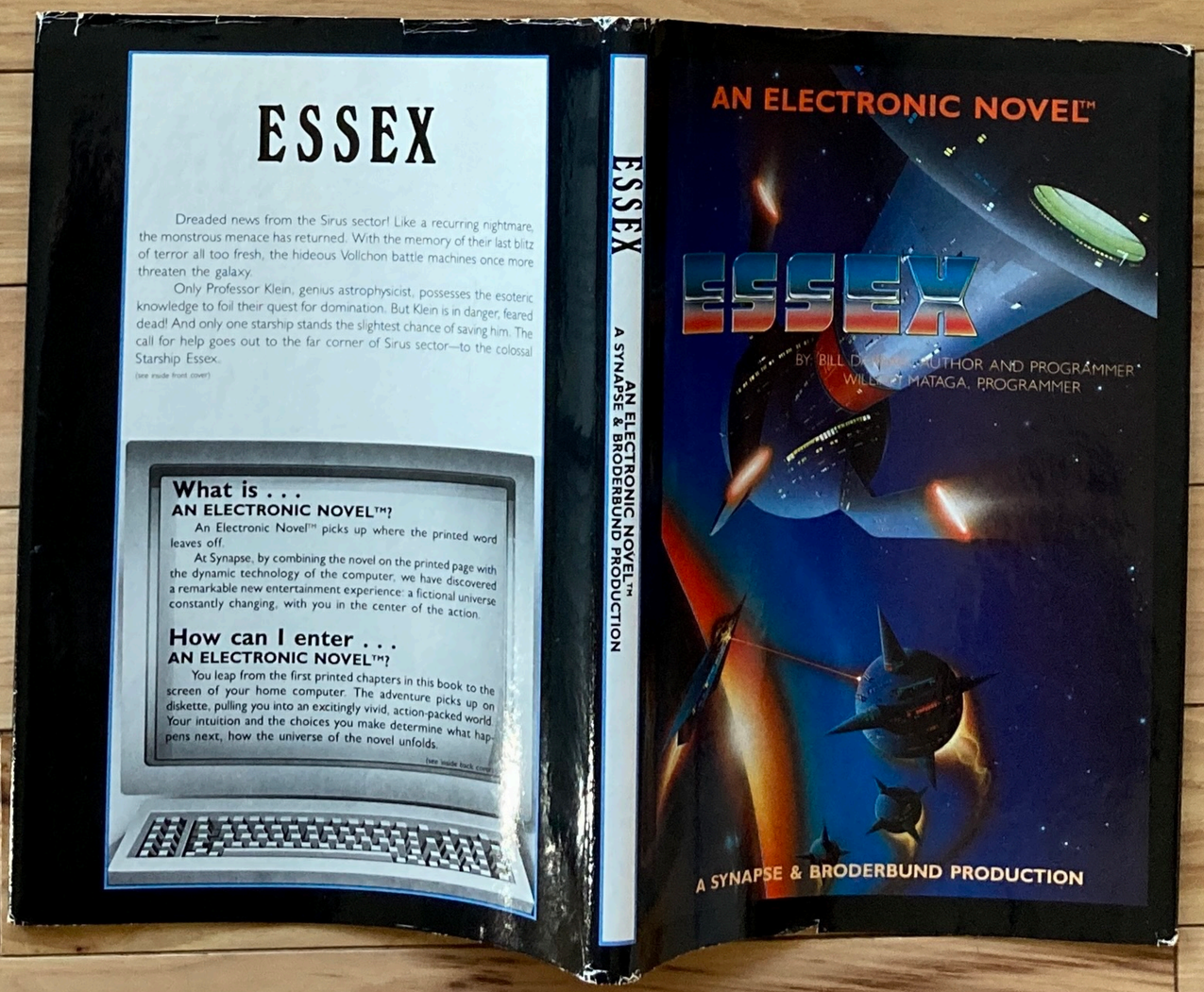

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(see inside front cover)

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At Synapse, by combining the novel on the printed page with the dynamic technology of the computer, we have discovered a remarkable new entertainment experience: a fictional universe constantly changing, with you in the center of the action.

How can I enter . . . AN ELECTRONIC NOVEL™?

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